

Section 2

Tasks

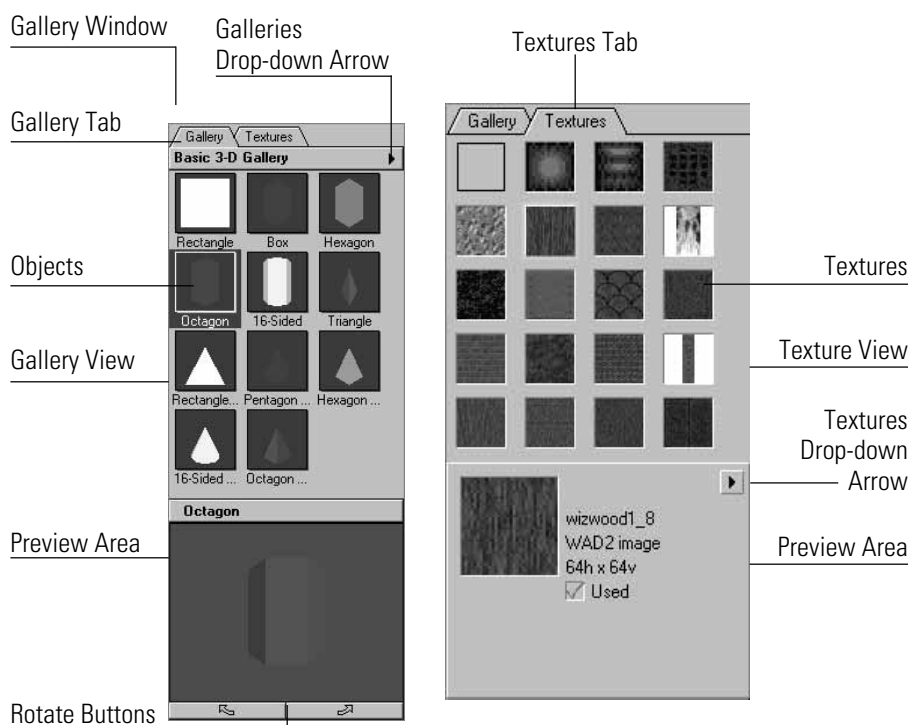


VIRTUS
DEATHMATCH
MAKER

This section describes typical Deathmatch Maker tasks you need to use when building levels, working with files, and exporting to Quake.

SELECTING 3-D GALLERIES

To select a new gallery, click the left-mouse button on the galleries drop-down arrow, then drag down the list to highlight the desired gallery name, and release the mouse button. The selected gallery will be displayed in your Gallery View until you select another 3-D gallery.

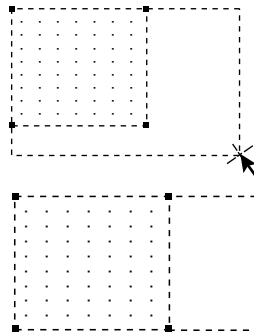


USING A BASIC 3-D GALLERY OBJECT

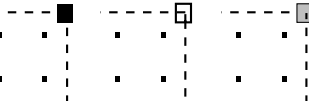
Quake spaces, such as rooms and corridors, are usually assembled from templates. But you can create rooms and corridors from scratch without using templates. Point to an object in the Basic shapes 3-D Gallery and click to select it. At the bottom of the Gallery Window, you see a 3-D representation of the highlighted object. Click on the Rotate buttons at the bottom of the Preview Area to rotate the highlighted object in 3-D.

To move the selected gallery object to the Design Window, drag it from the Gallery View to the Design Window. Position the object, and then release the mouse button. A 2-D object outline appears in the Design Window where you released the mouse button, and a 3-D object appears in the Walk Window.

To reshape an object, point to a solid handle, click, and drag it in any direction.



You can also drag a line between two handles to reshape an object.



MODIFYING AN OBJECT

After dropping an object into the Design Window, you can move it by dragging it with the mouse cursor. You can also edit the object's scale and rotation with the following procedures.

Solid handles can be manipulated by dragging. Hollow handles are limited in their manipulation capabilities. Gray handles indicate a grouped object. Red handles indicate a rigid object, and they cannot be manipulated.

SELECTING AN OBJECT

Before you can edit an object, you must select it. A selected object displays handles at its vertices. You can select an object in the Design Window or in the Walk Window.

SELECTING AN OBJECT IN THE DESIGN VIEW

Click *Select Object Tool* in the Tools Pad, point to the object that you want to select, and click.

SELECTING AN OBJECT IN THE WALK VIEW

Click *Select Button* in the bottom of the Walk Window, point to the object in the Walk Window that you want to select, and click. The selected object appears in the center of the Design Window.

GROUPING OBJECTS

To group objects, select multiple objects with the Select Object Tool. Under the Design menu, select *Group*. Grouping objects causes the selected objects to be treated as a single object, so the objects move, rotate, and scale together.

LAYERING OBJECTS: ADDING A NEW LAYER

Deathmatch Maker allows you to create your drawing in layers so you can control the complexity of your Design Window. You may create layers for different types of objects, which allows you to group certain objects in different ways. Under the Design menu, choose *New Layer*. The Layer Name dialog will appear. Enter the name of the new layer and then click *OK*. Notice that the new layer name is now displayed in the Layer List.

LAYERING OBJECTS: MOVING AN OBJECT TO A NEW LAYER

Select the object you want to layer. Double-click the name of the layer you want to add it to in the Layer List. A dialog will be displayed for you to verify the move. Click *OK*.

RESHAPING OBJECTS

In addition to selecting objects, the Select Object Tool is also used to reshape objects. To resize an object, point to an object handle with the Select Object Tool and drag the handle.

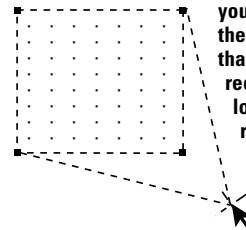
If an object is grouped, the Select Object Tool cannot be used to reshape the grouped object. The grouped object must be ungrouped (with the Ungroup command under the Design menu) before the Select Object Tool can reshape the pieces.

Depending on what dimensions you are viewing in the Design Window (Top, Front, or Right), the reshaping capability of the Select Object Tool may be limited. Object handles indicate to what extent an object can be reshaped.

When you drag a handle, an object maintains its type. For example, if you drag the handle of a rectangular object, the object remains rectangular. If you drag a handle of an octagon, the object remains an octagon. This is true for regular-shaped objects; however, handles of irregular-shaped objects move individually.

If you hold down the Ctrl key while dragging a handle of a regular-shaped object, the object becomes irregular.

You can also drag a line between two handles for certain handle types, depending on the type of handles.



If you hold down the Ctrl key when you drag a handle, you can change the object type; that is, a rectangle is no longer a rectangle.

SCALING OBJECTS

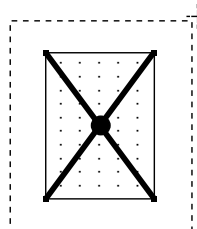
The Resize Object Tool scales or resizes an object about its center or about a specified anchor point.

You can resize objects independently along the three coordinate axes (dimensions). To resize an object uniformly in all dimensions (X, Y, and Z), hold down the Shift key before dragging.

When an object is resized, its contents and any surface features are resized proportionally. If this not what you want, use the Select Object Tool to reshape the object.

RESIZING AN OBJECT ABOUT ITS CENTER

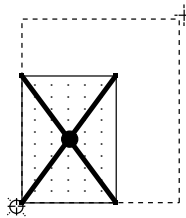
Select the object to be scaled, select *Resize Object Tool*, point to a reference point (such as a corner), and drag the object to its new size.



Resizing about an object center.

RESIZING AN OBJECT ABOUT A SPECIFIED ANCHOR POINT

Resizing about a specified anchor point.



Select the object, select *Resize Object Tool*, and point to the desired location of the anchor point. Hold down the Ctrl key and click to establish the new anchor point. Point to a reference point and drag to a size.

If you add a surface feature to an object and then resize the object, the surface feature is automatically resized to match the new scale of the object.

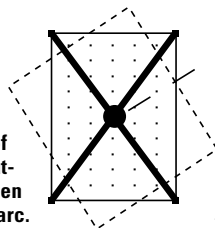
SKEWING OBJECTS

Skewing means to distort an object from its symmetrical form, taking it out of plumb. You can use the Skew Object Tool to skew on more than one axis but only from the view (or opposite view) in which the object was created.

Select the object you want to skew and select *Skew Object Tool*. Point inside the object outline, click, and drag in the direction(s) you want to skew.

ROTATING OBJECTS

Drag from the center of rotation outward, and then drag in an arc.



The Rotate Object Tool is used to rotate an object. When rotating an object, this tool works in any view (Top, Front, or Right), thus allowing rotation around more than one axis.

Select the object that you want to rotate, select *Rotate Object Tool*, and point to any location in the Design Window to establish the center of rotation. Drag the pointer away from the center of rotation. A dotted line appears between the pointer and the center of rotation.

As you drag the pointer farther from the center of rotation, you gain finer control over the angle of rotation. Drag the pointer in an arc around the center point to rotate the object.

If Snap to Grid is selected (see Design menu), when you rotate the object or surface feature, the rotation snaps to 5 degree increments.

If you hold down the Shift key when you rotate the object, the rotation is constrained to 15 degree increments.

Contained objects are rotated with the container unless you hold down the Ctrl key when you rotate an object. Holding the Ctrl key rotates the container but not the contained objects.

MODIFYING AN OBJECT SURFACE

You can modify entire objects as described in the previous section, but you can also modify individual object surfaces. You can drag a surface feature texture from the Basic 2-D Gallery and drop it onto the surface.

SELECTING AN OBJECT SURFACE

Before editing an object surface, you must select it. Like an object, a selected object surface displays handles at its vertices. You can select an object surface in the Design Window or in the Walk Window.

SELECTING AN OBJECT SURFACE IN THE DESIGN VIEW

Select *Surface Editor Tool*, then click on the surface that you want to select. (You can select a surface that is perpendicular to your view or you can select a line representing a surface that is perpendicular to your view.)

SELECTING AN OBJECT SURFACE IN THE WALK VIEW

Select *3-D Select Surface Button*, then point to the 3-D surface in the Walk Window and click.

The selected surface is displayed in the Design Window and is aligned planar to your view. When the surface is displayed, you will notice that the title bar of the window has changed and the Tools Pads has also changed. This set of tools and window is called the Surface Editor.

LOCKING AND UNLOCKING AN OBJECT

Select *Lock Object Tool*. Click the object that you want to lock. The object cannot be selected or edited in any way until it is unlocked. To unlock an object, make sure it is selected, then select *Unlock All* from the Edit menu.

ADDING A HANDLE

Select the surface feature you want to modify and select *Add/Remove Handle Tool*. Point to the segment of the outline where you want to add the new handle and click. Depending on the complexity of the surface feature and the speed of your machine, there may be a brief pause before the handle appears. If a handle does not appear, select *Add/Remove Handle Tool*, point to the location on the outline where you want the new handle, click, and drag the surface slightly outward.

REMOVING AN EXISTING HANDLE

Select *Add/Remove Handle Tool*, point to the handle, and click. Again, depending on the complexity of the object or surface feature and the speed of your machine, there may be a brief pause before the handle disappears.

You can reposition a new handle when you add it by dragging instead of clicking.

Note: *If your goal is to create an irregular object or surface feature, you might want to try the *Create Irregular Object Tool* instead of the *Add/Remove Handle Tool*. Both tools can accomplish the same result, but you may prefer one method over the other.*

MODIFYING THE OPACITY OF AN OBJECT

The opacity of an object can be changed with the Opacity Modifiers: Make Opaque and Make Transparent. Opacity Modifiers determine whether the entire object has opaque or transparent surfaces.

To modify the opacity of an existing object, select the object and choose an opacity type in Tools Pad. You can also modify an object's opacity by double-clicking *Opacity Modifier* in the Tools Pad.

SELECTING A 3-D GALLERY OBJECT

To add Quake features using Deathmatch Maker, choose Quake objects from the 3-D galleries and add them to your world or level design. To do so, select a 3-D gallery. Point to an object in the selected 3-D gallery and click to select it. At the bottom of the Gallery Window in the Preview Area, you see a 3-D representation of the highlighted object. Click the Rotate buttons at the bottom of the Preview Area to rotate the highlighted object in 3-D. Within the Design Window, you can use the Select Object Tool and Rotate Object Tool to manipulate the 3-D objects. These objects have predefined Quake object properties and are ready for Quake export.

SELECTING TEXTURE GALLERIES

Click on the Textures tab, then on the Preview Area drop-down arrow to display a pop-up menu for adding textures. Select *Add Textures*, and a list box provides a gallery of textures (the textures in the Virtus .wad file). Select the texture you want to add and click *OK*. To select more than one texture, hold down the Shift or the Ctrl key, select the other textures you want, and click *OK*. The textures are added to your Texture View.

ADDING TEXTURES TO OBJECTS

There are three ways to add textures to objects:

1. Select a texture from the Texture Window. You see a close-up view of the highlighted texture in the Preview Area. Drag the texture from the Textures Window onto a 3-D object in the Design View Window. The texture appears on the 3-D object in the Walk View Window. You can also drop textures onto a 3-D object in the Walk View.
2. Select the texture, select *Auto Texture Tool* in the Walk View, and click on the surface where you want to place the texture.
3. Select an object and double-click on the texture you want to use on the selected object.

Note: When you apply a texture by dragging, you apply it only to the surface you drag it to. When you apply a texture using the *Auto Texture Tool*, you apply it to the surface you selected and its opposite side. So, if you use the *Auto Texture tool* to apply a texture to an inside, it is applied to the outside surface, also.

MANAGING YOUR FILES

CREATING AND OPENING FILES

To create a new file for your level in Deathmatch Maker, choose *New* under the File menu. If you wish to open an existing level, choose *Open* under the File menu and use the Open dialog to select the Deathmatch Maker file that you wish to open.

Note: *You can only open Deathmatch Maker files. (.dmm).*

EXPORTING YOUR FILE

Before you can use your new level in Quake, you will need to export it from Deathmatch Maker to Quake and compile it. If none of the export options are chosen in the Export Quake World dialog, a .map file is written that contains the text representation of your Deathmatch Maker level. The .map file is the uncompiled (unexported) source for a .bsp file.

CREATE .BSP FILE: Selecting this option will create a basic Quake world from your currently open .dmm file. You must select this option to see and run your level in Quake.

COMPILE LIGHTING ITEMS: Selecting this option will use your light objects (like torches, globes, and light spheres) to make lit areas and shadows in your level.